

## Thoughts.Game.GameMap.MapElement

+ attributeManager

- executionPlans

- + povCameraPosition+ objectiveAttributeToCover
- updateCoroutineHolder
- \_objectiveAttributeToCover
- navMeshAgent
- + ToString()
  Awake()
  - Awake()
  - UpdateCoroutine()
  - OpdateCoroutine()
     UpdateExecutionPlansToCoverObjectiveAttribute()
  - UpdateObjectiveAttributeToCover()
  - DoNextPlanedMapEvents()MoveTo()